

The Curious Case of the Absent Heirs

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This is the first Arc in the Five Part Incursion known as: Into the Ring. Here the Storyteller will take the rookie Psychonauts through their first jaunt into the Depths of the Shadowlands. They will seek out the Key to the Foglands and discover that the process of obtaining the Key is much more complicated than they were previously led to believe.

Synopsis

Hook

The Psychonauts are introduced to the fact that the Missing Prince and Princess is driving the plot of the Story.

Path

The Path for this Incursion is: The Flight from Glass Tower. The Psychonauts have been given no information regarding the Path by the instructor. In the first Session the Psychonauts will learn that the Last Princes and the Crown Prince have been discovered missing from the Glass Tower and the Men of Black and White have been sent out to Search for them.

Plot

The Psychonauts are sent to the Ring to obtain the Key to the Foglands, but the key is missing from its place. And they must find a clue to its whereabouts before the Men of Black and White capture them or worse.

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Ultra Simple Overview

This is meant to give the Storyteller a bird's eye view of the Incursion and how the story should flow.

Setup

The Psychonuats receive their first field assignment, obtain the Key to the Foglands. Located in the Ring- a liminal realm at the upper edge of the Depths of the Shadowlands- the Key to the Foglands will enable the Psychonauts to venture deeper still into the Shadowlands.

Act 1

Psychonauts meet the Cosmonaut dogs who ask for help. Psychonauts need to know the location of the key. The Dogs provide this.

Act 2

The Key is not where it should be, and the evidence suggests that the people who stole the dogs' home have the key.

Act 3

The Psychonauts (willingly or not) confront the Men of Black and White in the Dogs' home and a final showdown ensues.

Resolution

The Dogs regain their home. The Key is not present, but evidence suggests that a Psychonaut named Bobby Indra has the Key and the Dogs indicate he is still trapped in the Ring.

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Cards Scene by Scene

Act 1 Scene 1	Mythos: Cosmonaut Dogs Scenario: A Plea for Help	Challenge: Void Gnomon, New Mask Voidlings Challenge: Water Bears, Blossoming Spores	Major: The Threshold Minor: The Windswept Arena
Act 2 Scene 2	Mythos: The Men of Black and White Scenario: A Mystery Unfolds	Challenge: Ghost Lotus, The Bloom Challenge: Inquisitors, Investigation Team	Major: The Lotus Garden Minor: The Maze
Act 2 Scene 3	Mythos: The Men of Black and White Scenario: The MacGuffin is Missing!	Challenge: Water Bears, Blossoming Spores Challenge: Void Gnomon, New Mask Voidlings	Major: The Lotus Garden Minor: The Guide Room
Act 2 Scene 4	Mythos: The Men of Black and White Scenario: A Mystery Unfolds	Challenge: Hunters, Pursuit Team Challenge: Ghost Lotus, The Bloom	Major: The Lotus Garden Minor: The Maze
Act 3 Scene 5	Mythos: Cosmonaut Dogs Scenario: A Plea for Help	Challenge: The Purifiers, Purge Team Challenge: Void Gnomon, New Mask Voidlings	Major: Void House Minor: The Atrium
Act 3 Scene 6	Mythos: Brewmaster Bobby Indra Scenario: The MacGuffin is Missing!	Challenge: The Purifiers, Purge Team Challenge: Ghost Lotus, The Bloom	Major: Void House Minor: The First Capsule

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Storyteller Stage Notes

Set Up

Needed Materials

- Deck of Void: the Ugly Deck is available free as a printable download online
- The Incursion Session: The Incursion Book is available free as a printable download online
- The Incursion Deck of Fire: the Ugly Deck is available free as a printable download online
- The Campaign Book: You make this yourself. Either a physical book or an online document or some sort. You will need it.
- Incursion Sheets for the Psychonauts: These are available free as a printable downloads online
- The Story Progression Sheet: available free as a printable download online
- The Quick Reference Guide: available free as a printable download online
- Pencils and some tokens as well.

Act One - The Bazaar

Scene 1 - The Call

- **Mythos:** Cosmonaut Dogs
- **Scenario:** A Plea for Help
- **Major Challenge:** Void Gnomon, New Mask Voidlings
- **Minor Challenge:** Water Bears, Blossoming Spores
- **Major Setting:** The Threshold
- **Minor Setting:** The Windswept Arena

Storyteller Opening Narration

The summoning paper crackles with electricity and suddenly your avatar is standing somewhere else. Your body is sitting here, listening to the story, but you can feel your avatar projected down deep into the story realms.

You stand on the stones of the Windswept Arena staring through a stone archway into the Ring. The wind howls around and and stings the face of your avatar. In the distance you can three great spires in the distance, one to the far left, one to the far right and one directly in front of you.

Ahead, you notice a trio of four legged forms wearing archaic spacesuits. You realize that they are domestic dogs, wearing space suits with the hammer and sickle of the Soviet Union. One of the dogs approaches cautiously, tail wagging slowly.

“You are Psychonauts, yes? Because we three are needing the aid of somebody brave and good. Our home has been taken and we are driven out. Please help us.”

Stage Direction

You've arrived in the Ring, the highest level of the Depths and gateway to the rest of the Shadowlands. You've been tasked by your mentor with obtaining the Key to the Foglands, and you can't continue your training or journey deeper into the Shadowlands until you obtain it.

The Windswept Arena is overrun with Void Gnomes dancing through the air, playing with gravity as they do and pushing around Water Bear Spores in the the process. Whatever you plan to do will require getting through both the Gnomes and the Spores.

Storyteller Transition Direction

So your ultimate goal is the Key to the Foglands. The Cosmonaut dogs have asked for your help, and have offered to help you no strings attached either way. The Men of Black and White are about in the Ring and will likely not appreciate Psychonauts snooping around.

You've outdistanced the Void Gnomes, but ahead of you is the Maze, with the Blooming Ghost Lotus and the Men of Black and White. What is your plan?

Act Two - The Pursuit

Scene 2 - The Threshold

- **Mythos:** The Men of Black and White
- **Scenario:** A Mystery Unfolds
- **Major Challenge:** Ghost Lotus, The Bloom
- **Minor Challenge:** Inquisitors, Investigation Team
- **Major Setting:** The Lotus Garden
- **Minor Setting:** The Maze

Storyteller Opening Narration

You've left the windswept Threshold, crossing the empty bridge into the Lotus Garden- entering the Maze. The walls of the Maze are a mix of marble and crumbling sandstone, the whole place seems built out of the ruins of ancient civilizations. Moss and grass is growing on any available surface, and there is a whiff of pollen in the air. To your left and right you can see that you have drawn even with two of the three spires. The one to your left is supposedly Stellar House. One of the Cosmonaut Dogs whines nervously.

Ahead you see a mass of flowers floating in the air, drifting on the leftover breeze from the Threshold. And in the distance you can hear the chatter of voices speaking with tones that suggest soldiers or government agents, harsh and abrupt.

Stage Direction

You've entered the Lotus Garden, the largest section of the Ring, and find yourself in the middle of the Maze that dominates the Garden. Somewhere in here is supposed to be the Key to the Foglands. The Maze is full of blooming Ghost Lotus, and the Men of Black and white, so be wary.

Storyteller Transition Narration

You're heading deeper into the Lotus Garden, looking for the Key to the Foglands. Don't forget that the Cosmonaut Dogs still need help. So what are you doing?

Scene 3 - The Crossing

- **Mythos:** The Men of Black and White
- **Scenario:** The MacGuffin is Missing!
- **Major Challenge:** Water Bears, Blossoming Spores
- **Minor Challenge:** Void Gnomon, New Mask Voidlings
- **Major Setting:** The Lotus Garden
- **Minor Setting:** The Guide Room

Storyteller Opening Narration

In the middle of the Maze, as the center of the Lotus Garden, the dogs lead you to the Guide Room. Out of place in the midst of fallen sandstone pillars, the Guide Room is a futuristic chrome and polymer pod of a room, with an circular iris door that dilates open as you approach.

The inside of the Gate Room gleams with chrome and light up display panels. There is a slightly lemony chemical clean smell as you step inside and the room hums with sounds of machines in the background. Ahead of you is what looks like a display case, empty. And beside the case is what looks like a stage with cameras under a glass floor.

The floor mounted cameras flash to life, and a holographic humanoid projection appears shimmering blue before you. But the movement and lights have stirred something and you notice a cluster of Water Bear spores pouring out from seems in the walls of the Room.

Stage Direction

You've arrived at the Guide Room, a room at the center of the Lotus Garden. You had been told the Key to the Foglands would be here, but the Guide Room is overrun with Water Bear Spores and even a few Void Gnomes.

Storyteller Transition Narration

The Key to the Foglands was supposed to be here, but it's missing! So, you are in the center of the Ring, in the middle of the Maze, surrounded by ghost lotus and very aggravated Men of Black and White. But the Cosmonaut Dogs still need help, and you're out of other leads. What do you want to do?

Scene 4 - The Twist

- **Mythos:** The Men of Black and White
- **Scenario:** A Mystery Unfolds
- **Major Challenge:** Hunters, Pursuit Team
- **Minor Challenge:** Ghost Lotus, The Bloom
- **Major Setting:** The Lotus Garden
- **Minor Setting:** The Maze

Storyteller Opening Narration

You have left the Guide Room and re-entered the Maze, but without the Key to the Foglands- which is not where it ought to be.

Back in the sandstone confines of the Maze, you see the spire marking Stellar House in the distance. You hear a gunshot, and then several more, and the crackle of radio static in the distance. A bloom of ghost lotus rises up behind you, white against the blackness of the sky.

You can hear the sounds of the Men in Black and White, speaking to each other via their earpieces, and you catch snatches of conversation across pillars and over walls. They are hunting for somebody, and the descriptions sound like you.

Stage Direction

You need to find the Key to the Foglands, but it wasn't in the Guide Room. The Cosmonaut Dogs think that the Men of Black and White might have it. So you've left the Guide Room. You're back in the Maze, and the Men of Black and White have a Hunter team out searching for something, and apparently you are part of that something.

Storyteller Transition Narration

You're still looking for the Key. It's going missing. The Men of Black and White are searching for the missing heirs to the Throne of the Hungry Empire, you're almost certainly suspects just by virtue of being nearby. The Cosmonaut Dogs home has been occupied, and the only people that might have the key are the Men of Black and White themselves. What do you plan to do about it?

Act Three - The Showdown

Scene 5 - The Ordeal

- **Mythos:** Cosmonaut Dogs
- **Scenario:** A Plea for Help
- **Major Challenge:** The Purifiers, Purge Team
- **Minor Challenge:** Void Gnomon, New Mask Voidlings
- **Major Setting:** Stellar House
- **Minor Setting:** The Atrium

Storyteller Opening Narration

The bridge is behind you, and you enter the Stellar House home to the lady of Fire, the Cosmonaut Dogs- and at the moment, also the Men of Black and White.

You enter the Atrium, which looks like a cross between an observatory and a museum. The Men of Black and White have set of olive drab military tents and piled ammunition boxes everywhere. Radio antenna jut out from piles of wires and everywhere the sound of boots echo off stone and polished oak display cases.

The Men of Black and White have pretty comprehensively occupied the area, and you will have to deal with their Purge Teams if you continue to trespass. But they haven't managed to rid the area completely of void gnomon and they too could be a problem.

Stage Direction

You're in Stellar House, and the The Men of Black and White have made a field outpost here while they search for the Crown Prince and their Last Princess. The Cosmonaut Dogs have asked you to reclaim their home in the First Capsule, and suggested that the Men of Black and White may have the Key to the Foglands you seek.

Storyteller Transition Narration

You're approaching the First Capsule in Stellar House, the home of the Cosmonaut Dogs, pursued by a Purge Team. You're deep into occupied territory, and there's no turning back now. How will you meet this challenge?

Scene 6 - The Confrontation

- **Mythos:** Brewmaster Bobby Indra
- **Scenario:** The MacGuffin is Missing!
- **Major Challenge:** The Purifiers, Purge Team
- **Minor Challenge:** Ghost Lotus, The Bloom
- **Major Setting:** Stellar House
- **Minor Setting:** The First Capsule

Storyteller Opening Narration

Off to the side of the Atrium, through a heavy door, is the first capsule. Looking like an Gemini command module interpreted by Soviet state concept artists, the capsule gleams with 1950s glamour and a proud hammer and sickle decal on the metal skin of the capsule.

The Purge Team is still on the Hunt, and since the capsule is not inside Stellare House proper, Ghost Lotus blooms have drifted over from the Maze. No pressure.

Stage Direction

This is the Cosmonaut Dog's home, the First Capsule. The Purifiers have you surrounded, and a few ghost lotus have drifted in as their bloom spreads. If the Key to the Foglands isn't here, you're out of leads and out of options. How will you end this?

Storyteller Transition Narration

You've found the Flask of Bobby Indra. The Dogs remember his Incursion team finding the Key. But the Dogs recall seeing Bobby in the RIng as an echonaut, a ghostly shadow of a Psychonaut whose Aura shattered. And so he is your only lead. Next time, you seek Bobby Indra, answers, and the Key to the Foglands!

Resolution

The key to finishing the Session is to end on both a cliff hanger while also giving a sense of closure. The Psychonauts need to feel as though the simple little mission they started has ballooned into a much larger quest.

Give them the gratitude of the Cosmonaut Dogs, because they will almost certainly have liberated the Cosmonaut Dogs' home for them. Give them the reveal of a solid tangible clue in the flask, and have the Dogs give them the reward of new and useful information.

But then cut them short as they start to brainstorm and plan their next move. Tell them that all shall be revealed (or not) in THE NEXT CHAPTER! Or episode, or session, or whatever method suits your style.

And remember to add your notes to the Campaign Book so the next Storyteller can remember the big moments, especially the ones that moved the story along.

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